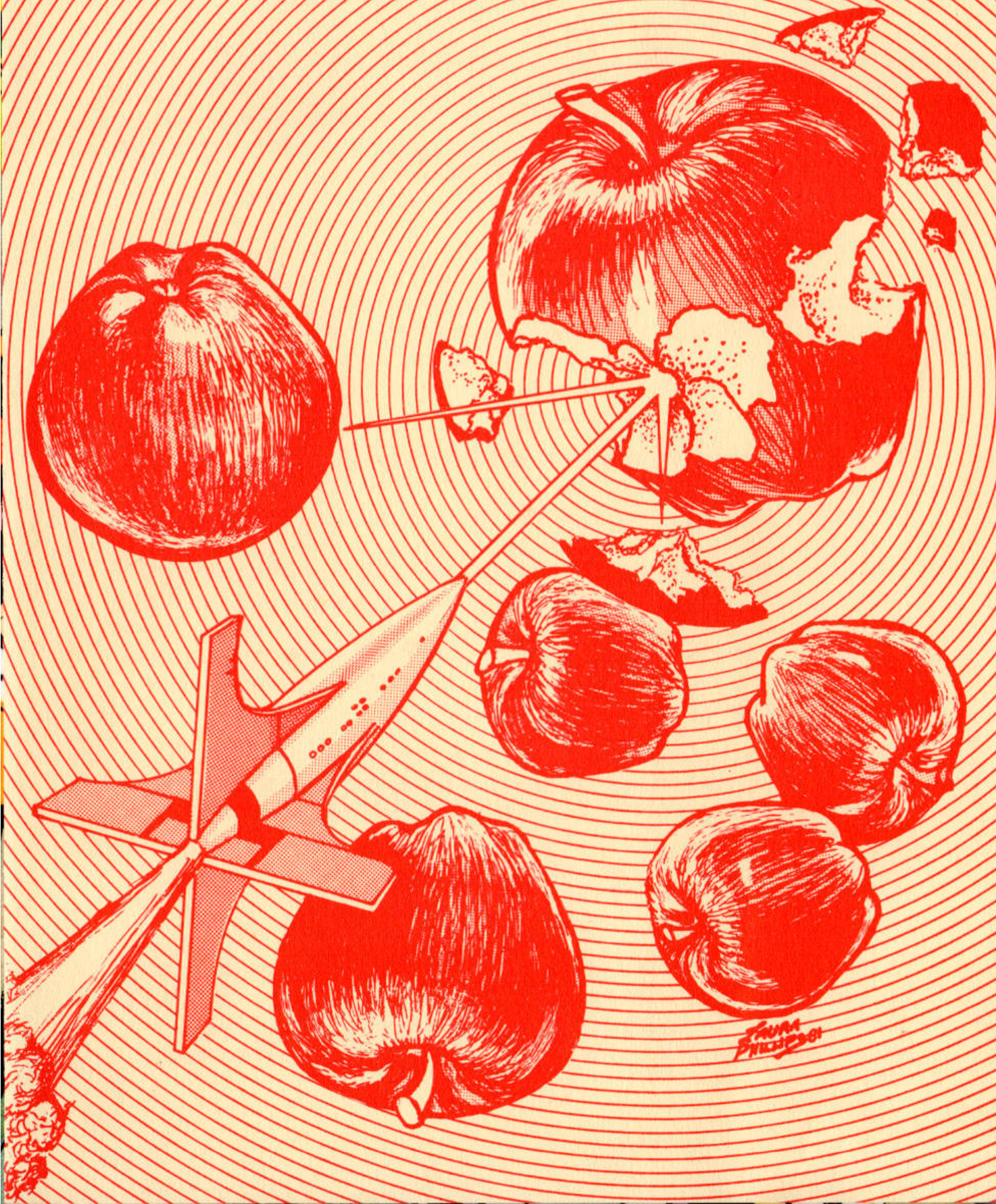


# APPLE- OIDS



THOMAS  
PHILIPSON



Boot up this disk, as you would any other Apple II disk, with a PR#6 from either Basic or a 6 CTRL-P from the Monitor. The program will prompt you to hit an **A** for Apple-oids or a **C** for Chipout.



## APPLE-OIDS


The program will go into a demo mode upon starting. During this mode, you may hit the **ESC** key at any time to start the game.

**Object:** To get as many points as possible, by shooting the apple-oids and saucers.

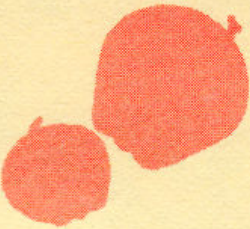
**Play:** You start the game with a supply of 3 ships [as indicated in the lower right corner]. Initially, there are 4 large apple-oids floating around the screen with you positioned in the center. By turning PDL[1], you can rotate your ship left and right to try and aim it toward the moving apple-oids. Then, by using any of the number keys **[0-9]**, you can fire shots. [Note: only 4 shots may be out at any one time].

If you hit a large apple-oid, it breaks into 2 medium-sized apple-oids. Shots hitting a medium-sized apple-oid break it into 2 small apple-oids. Points are as follows: **LARGE-20** pts, **MEDIUM-50** pts, **SMALL-100** pts. Also, periodically, there are saucers that come out and shoot at apple-oids and **YOU**. The large saucers fire around randomly, while the small saucers fire toward you. Hitting the large saucers gets you **200** pts, while destroying the small saucers is worth **1000** pts!

For every **10000** pts, 1 **FREE** ship is added to your supply. After all the apple-oids have been hit in the 1st round, and there is no saucer out, you go into the 2nd round, which starts with 6 large apple-oids. The 3rd round starts with 8, while the 4th and every successive round starts with 10.



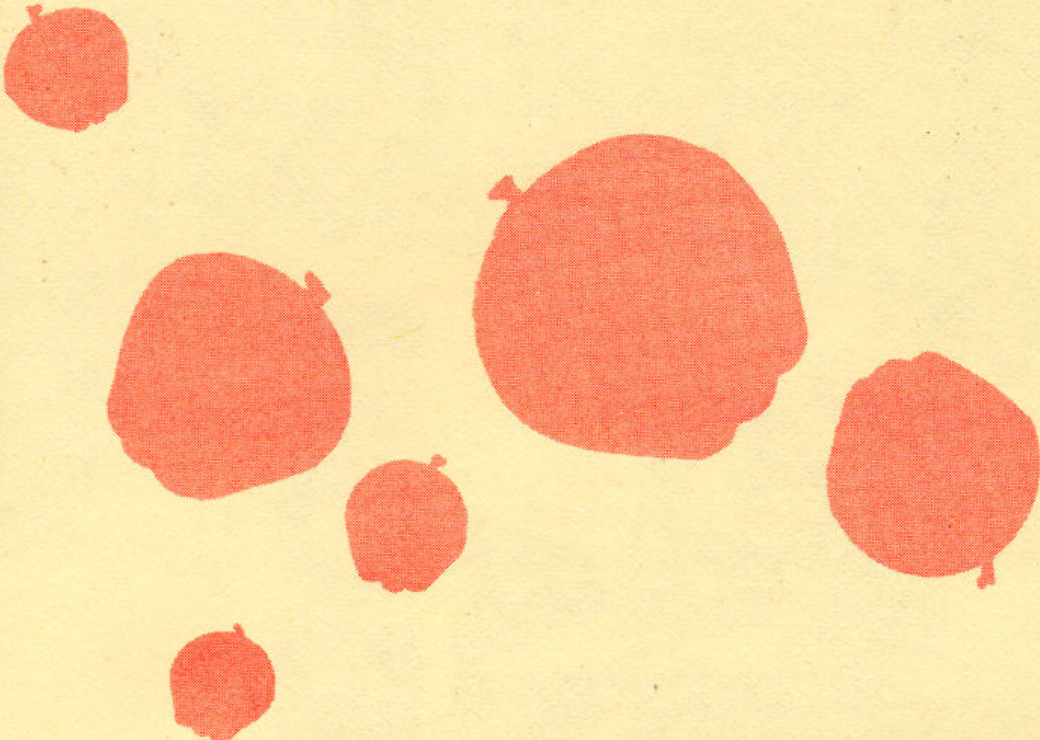




You may also move your ship around using the **THRUST** [PDL[1] button]. Using thrust gives you momentum in the direction you are pointed and since there is very little friction in space, it takes some time to slow down to a stop. By turning the ship in the opposite direction that it was going, you can use the THRUST to stop fairly quickly. [A note of caution: THRUST is somewhat tricky ... it takes getting used to.]

Sometimes you may be caught in a situation where you are surrounded by apple-oids on all sides of you or you see a saucer shot coming directly toward you. One way to get out of this situation is to hit **HYPERSPACE** [any key except the number keys [0-9] and, of course, RESET]. This will pop your ship up in another location on the screen at random ... this may be good or bad. It may pop your ship up on top of an apple-oid, blowing you to bits! Remember the following motto: 'those who live by hyperspace, die by hyperspace.' Also, a small percentage of the time, you blow up on re-entry from hyperspace.

When you are hit by an apple-oid or a saucer shot, your next ship will be popped up in the center of the screen when it is safe. After the game is over, just hit **S** to start another game. The smaller score on the right side indicates the highest score since you booted the disk.





\* \* \*

## BONUS 2nd GAME

\* \* \*

### CHIPOUT

Upon start, the program will go into a DEMO mode and will continue 'playing by itself' forever. Pressing the S key starts the game.

**Object:** To chip out as many bricks as possible [thus giving you the highest score].

**Play:** You are given 5 balls. By pressing the button on PDL[1], a ball is served from the ball chute, located near the middle of the left side. Then, by using PDL[1], you can move your paddle left and right to try and deflect the ball upward. When the ball hits a brick, the brick disappears, the ball is deflected downward, and you get points as follows:

1 POINT	— WHITE bricks	— [lowest 2 rows]
3 POINTS	— GREEN bricks	— [next 2 rows up]
5 POINTS	— ORANGE bricks	— [next 2 rows up]
7 POINTS	— BLUE bricks	— [top 2 rows]

The paddle is capable of deflecting the ball in 6 different directions, depending where it hits the paddle. When the ball first hits an ORANGE or BLUE brick, the ball speeds up. Hitting the wall above the bricks [top of the screen] reduces the paddle to half size.

After clearing away all the bricks [416 pts], a new set of bricks appears, and play continues as before. When the game is over [after you have used up all 5 balls], simply turn the paddle all the way to the right and then all the way to the left to start again.

### Credits:

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playbook design & illustration: Laura Phillips  
Printing: Johnny Print, Davis

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